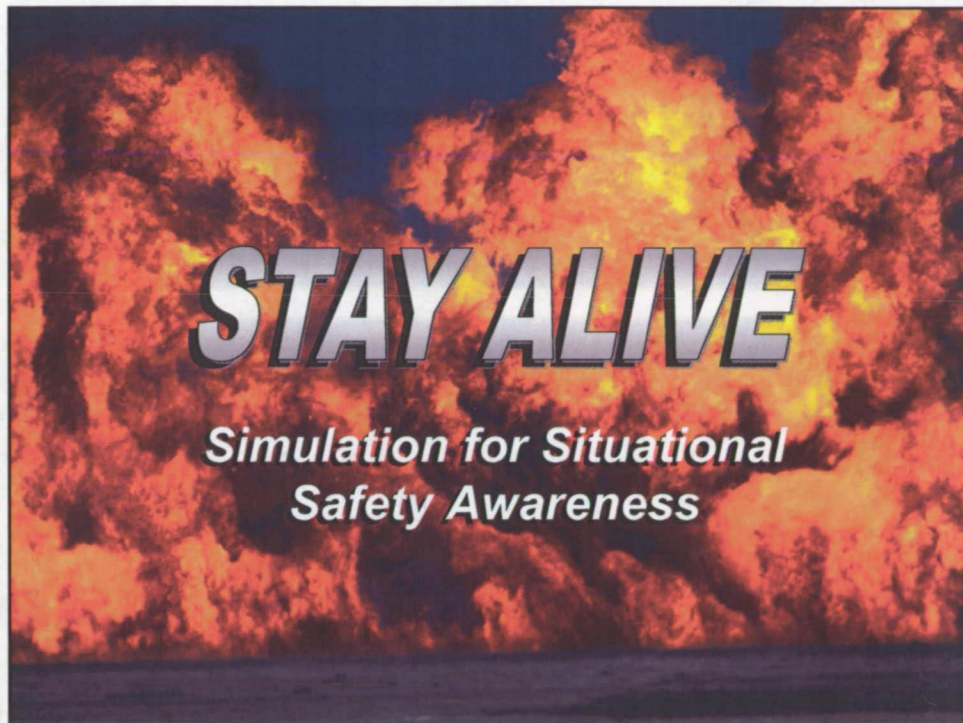


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***Safety awareness simulation
experience***

***Prototype, for wide access via
web-based learning***

***You are responsible for
your own safety!***

***Most training is all talk,
No action***

***Most simulation disassociates the
person from the experience***

***STAY ALIVE utilizes 1st person PoV
to make safety your 1st priority***

STAY ALIVE uses:

- Realistic graphics***
- Scary special effects***
- Off-nominal conditions***
- Severe time constraints, &***
- Unfamiliar surroundings***

to get your attention.

STAY ALIVE uses:

- Interaction***
- Distraction***
- Scorekeeping, &***
- Your life on the line***

to keep your attention!



Prototype Scenario #1: Escape a Lethal Fire

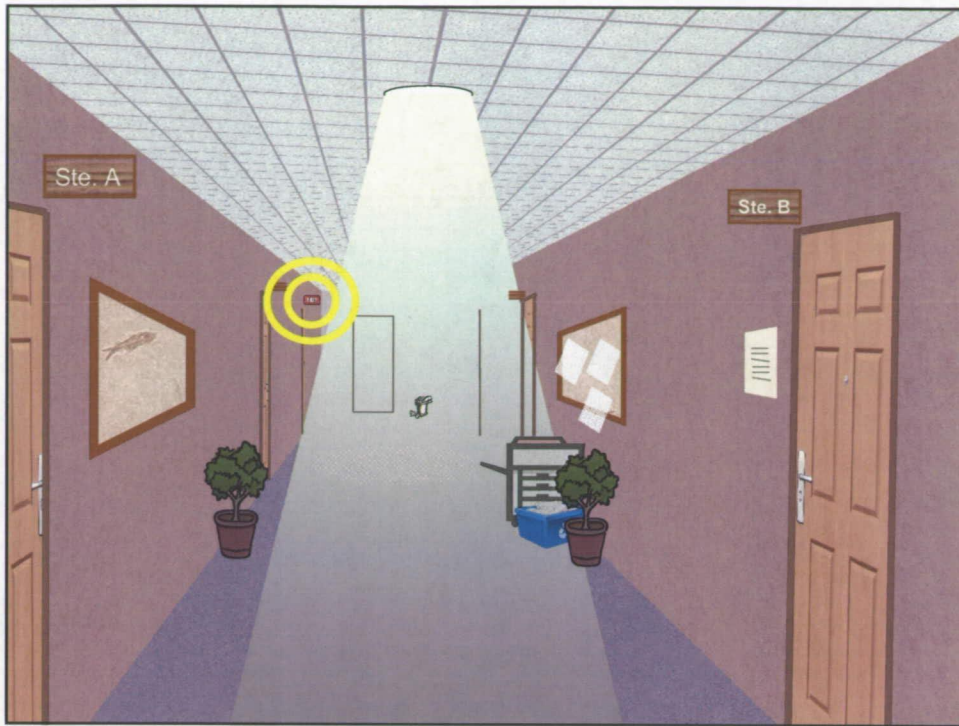
- *Visiting your typical Office, USA*
- *Fire alarm sounds!*
- *Multiple doors, only 1 exit—*
- *Did you pay attention to the signs?*
- *Your performance recorded!*

***After you die,
you can try again.***

***STAY ALIVE's performance reviews
& safe repeatability help you:***

- Enhance awareness***
- Gain experience***
- Utilize practice***
- Facilitate mastery***





***No monotony---Simulations can be
changed, easy and often***

***Engaging and informative, you'll want
to do it every time***

***Your new knowledge, habits, & skills
can be transferred to any situation!***



***Game-based simulation
is not a magic bullet!***

***Game technology has improved
greatly in recent years***

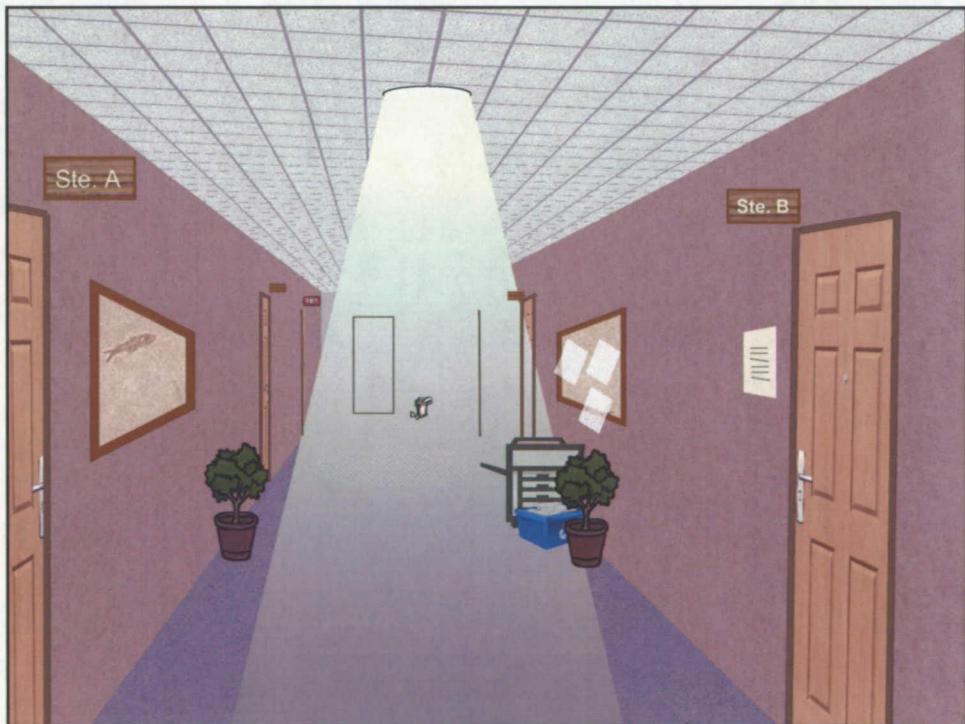
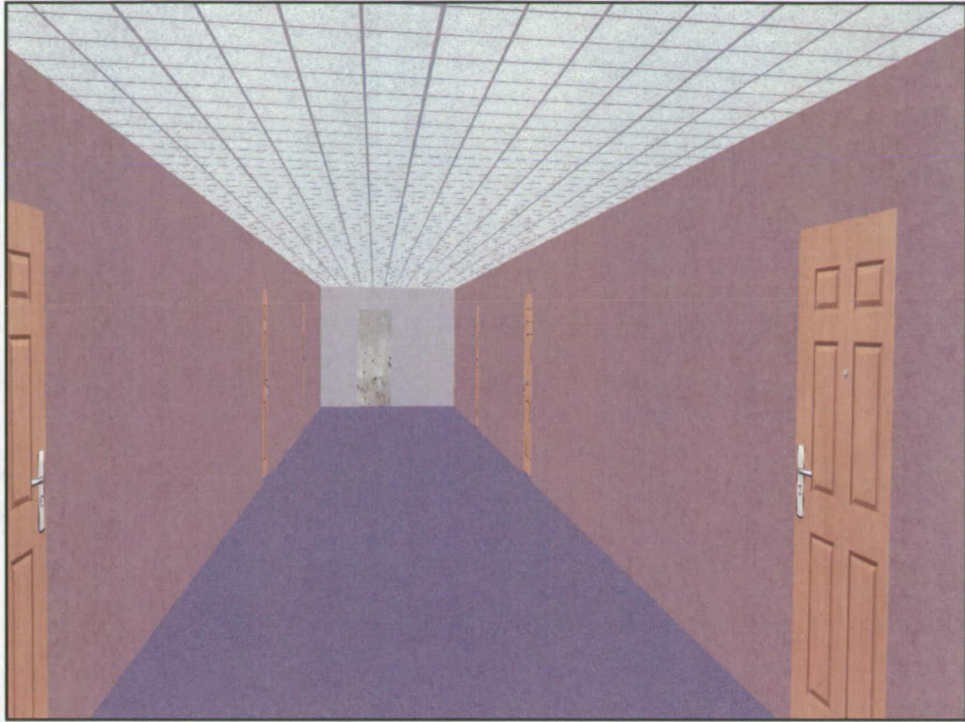
- ***Database size***
- ***Distributed Multi-player***
- ***Terrific graphic quality***
- ***Speed***
- ***Ease of use***

However,

- theme-restricted content limits range of application***
- proprietary file types prevent transfer***
- largely limited to PC platforms***
- work-arounds sacrifice features***
- most require a training course***
- even then, only fast with experience***
- they're too complicated!***

We have no working sim to show you today because:

- Interoperating too complicated***
- Aquisition process took forever***
- We don't need guns & ammo***
- The UI not intuitive***
- Training not readily available***
- File types won't play nice***
- Standard equipment seizes***



STAY ALIVE's future development could include:

- More scenarios***
- More performance measurement & feedback features***
- Supplemental information***
- Recommendations you can use***
- Other technology***

How complicated will that be?

This industry needs a builder that is:

- Plug-and-play interoperable***
- Content-neutral***
- Quickly customizable***
- Expandable***

***I'm talking the Burger King
of Simulation***

("Have it Your Way")

***This is the perfect group
to make that happen!***

***So how do we keep our simulation
dream alive? We welcome your input.***

***(Does anybody know how to
get out of here?)***

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14. ABSTRACT STAY ALIVE is an idea for a safety awareness simulation prototype, powered by gaming technology, that would make safety training enlightening, engaging and fun. Recalling initial instructions and using situational awareness principles, participants would escape a fire by choosing the appropriate door. Escape times would be measured while stressors increased. This presentation describes how STAY ALIVE utilizes first person point of view (PoV), a generic scenario, immersion- and presence-enhancing design, and ease of distribution to provide more people opportunity to realize, review, analyze and practice effective awareness behaviors. The goals for this prototype include facilitating interest in first-person PoV safety training and eliciting further suggestions on prevention technologies.					
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